



Cosplay Competition Rules

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Awards and Prizes

At each regional event the following awards and prizes are presented at the discretion of the Armageddon Cosplay Judge

Youth (5 - 13 year olds only)

Best Youth - Certificate + \$50

Novice

Best Solo - Certificate + \$250

Judge's Awards

Technical Award - Certificate + \$50

Runner Up Best in Show

Regional Winner - Certificate + \$300

Best in Show

Regional Winner - Certificate + \$500
+ Auckland Armageddon Weekend Pass/es

All regional Best in Show winners are automatically in the National Armageddon Cosplay Competition Final, to be held at Auckland Armageddon (Spring), and are up for the grand prize. Regional Best in Show winners are invited to represent themselves on stage at Auckland Armageddon for the announcement of the Armageddon Cosplay Competition Champion.

Armageddon Cosplay Competition Champion

Certificate + \$2000

^All prizes are subject to change



Which Division to Enter

Junior

For children 5-13 years old only

Parental assistance of up to 50% permitted Maximum five (5) entries per city

Novice

For beginners at costume making

Please take into account your actual level of experience with the techniques you are using.

These techniques may not necessarily be defined as cosplay. Please be fair on those genuinely new to any part of this hobby.

Open

Open to all non-professionals

If you have studied costume or a costume related field for longer than a year, enter this class. If you are new to the competition, you are welcome to enter the Open division if you choose.

The judging team reserves the right to move entrants between the different divisions as they see fit.

Pairs or Groups

You are welcome to enter the appropriate category as a pair or as part of a group. If entering a Novice group, all members of the Novice group must be a Novice competitor. If any one member of your group is above a Novice level, the entire group must enter the Open category. In a group, all competitors must have contributed equally to the costumes and props, then the average score of all members will be taken as the group score. This could mean the work is done by each individual or divided up by whoever has the most experience in each area (e.g. one group member makes the props, one member styles the wigs, one works on costume pieces, etc.)

Eligibility

One entry per person per competition

You are welcome to enter each regional competition with a new costume, but you may not enter a costume you have previously entered in a competition. No professional costumiers may take part in the competition; professional is defined as someone who earns money from working in a creative skill that is transferable to cosplay; for example, in makeup, film, clothing alterations etc. The judge reserves the right to move entrants between the Novice to Open categories as they see fit. If you have received a 'Novice Best Solo' or 'Novice Best Group', or three 'Novice Technical Awards' you must enter the Open division. If you have received any Open award, you cannot compete in Novice anymore.



Costumes and Props Guidelines

You must be the maker(s) of at least 75% of your costume(s) and props. If you received help this must be mentioned in your registration form.

The 25% leeway

This allows for the purchase of items that cannot be made, mimicked or substituted practically. This would include shoes, wigs, bought clothing items or props. All bought clothing items must be modified and/or comprise a minor part of the costume, even for "simple" costumes. Their origin should not be recognised. Bought items include regular clothing as well as costumes, whether they are second hand, off the shelf, out of your own closet, or commissioned work.

Previously competed in costumes & props

You cannot enter a costume, prop or skit which has already won an award in any other competition. If you have won another competition, you are more than welcome to enter this competition in the same year with a different costume.

Costumes accepted from the following:

Movies, TV, musicals, anime, cartoons, manga, comic books, games, card games, figurines etc. If you have something outside the items above, please check with the judging team to avoid disappointment. As long as you have sufficient reference images, there shouldn't be too much of an issue. Fan art is accepted only if it is a fan interpretation (alternative costume) that you have decided to cosplay, and you must also provide reference images of both the fan art design accompanied by official art as extra references. This is so judges can recognize the changes and alterations made on the character and how you went about creating them. If you do not provide reference images, your entry will not be accepted.

Real life and Imitation Military Clothing.

Real life and imitation military clothing will not be permitted. One general camouflage patterned clothing item is permitted such as trousers or a top by itself. A full camouflage outfit or imitation military uniform is not. This includes SWAT style uniforms. Pre-1900's military uniform is permitted.



Costumes and Prop Safety

No real weapons are allowed to be entered into the Cosplay Competition, or brought into Armageddon Expo – no exceptions.

The following are examples of weapons/items that you cannot bring to Armageddon Expo under any circumstances:

- Firearms of any description, including but not limited to; Rifles, Shotguns, Hand Guns, Blowguns, Airsoft Guns, BB Guns, Paintball Guns, Sports Weapons, etc.
- Imitation Firearms
- Tasers and laser devices e.g. Laser Pointers
- Explosives or other incendiary devices
- Metal weapons - these can include but are not limited to; knives, swords, daggers, switchblades, axes, hatchets, metal pole-arms, ninja stars.
- Blunt weapons/sports equipment e.g. nunchucks, brass knuckles, whips, baseball bats, clubs, paddles, poles, staffs.
- Household items and Tools/Power Tools e.g. chainsaws, axes, drills, kitchen utensils etc.
- Homemade stilts
- Roller skates, skateboards, hoverboards, heelys and scooters.
- Drones or other motorised or remote controlled items.
- Helium balloons
- E-cigarettes or other vaping devices
- Lighters, matches or other flammable sources

Prop weapons are inoperable weapons that support the overall look of your costume or character.

- Your prop weapon cannot be more than 2 metres long or weigh more than 5 kilograms.
- Your prop weapon should be made of a convention appropriate material such as foam, plastic, rubber, lightweight wood or fabric.
- Metal armour is allowed when fixed to a costume as long as there are no exposed sharp edges, for example, chainmail, bolts and hinges, small screws and nails, jewellery, goblets, cups
- Loose metal chain accessories must be less than 30 centimetres long
- All prop bows must be unstrung or have a low-tensile thread and prop arrows must have non-metal, blunted tips
- Lightsabers with a metal hilt are permitted at Armageddon as long as the total weight of the full item is less than 1kg

Oversized / heavy costumes and props

Oversized costumes and props are not only a hazard to yourself and everyone around you, but often cannot be displayed on stage due to their bulk and limited mobility. If you are planning an oversized costume, please email to discuss. Please consider your ability to negotiate crowds, steps and doorways. Each prop to be no more than 2m long and/or weigh no more than 5kg.



Body paint/makeup

Choose body makeup/paint carefully, keeping in mind your health and safety as well as clothes and costumes of other attendees and guests of the Expo. The event is billed as a family friendly event but does attract a varied audience so please choose a costume you will feel comfortable wearing in a large and diverse crowd. No costume is no costume.

Registration Form

Your costume/s do not need to be completed to submit your registration form. When you submit your registration form, please include as much of your construction diary available as possible. Your construction diary must be submitted in .PDF format. If your registration is not submitted in the correct format and/or not labelled correctly, it will not be accepted. Your completed registration form is just a register of interest. Your entry is not complete, and your spot is not secured, until your construction diary has been received.

Registration Closing Dates

See Armageddon Expo website for registration closing dates for the current round of regional competitions.

Email Confirmation

All entries will now be submitted online using a digital form, a confirmation email will not be sent when an entry has been submitted, so don't worry when you don't receive one.

When all applications have been reviewed after the registration closing date, you will receive an acceptance or decline email. If you have been accepted, the email will include your interview call time and judging room location. We do our best to get these emails out to you ASAP, but sometimes we are unable to get these out to you until a number of days after the entries close, please be patient with us.

If you have been declined it is because you have not complied with the rules in this document. Your error will be explained to you, and if it is minor (not submitting your construction diary is not considered minor) we will allow you a limited time to rectify your application (generally 24 hours, depending on the individual correction). Once rectified, we will email again with your interview time.



Construction Diary

Your construction diary is your chance to brag about all your work, so please take the opportunity to do so! Try to make sure you provide as much detail about your costume as possible. When you email your registration form, email your construction diary also, as a .PDF Free online PDF converter here: <https://online2pdf.com>

Before the registration closing date, please submit your construction diary with as much detail as possible to enable us to judge efficiently at your interview.

What we want to see

- Reference images you used of the characters you are portraying.
- Descriptions of how you made your costume(s) and prop(s). Please feel free to expand on these questions. Do not feel limited by them.
- Materials chosen, and why.
- Techniques used, and why.
- Components and complexity. Consider:
 - Sewn Costumes – Pattern making, choice of fabrics, sewing, tailoring, quality of finish, finished hems and seams, lining, buttons and embellishments, accuracy.
 - Armour – Materials used, construction, techniques used, durability, paint finish, accuracy.
 - Wigs – Colour match, styling, setting, additions, accuracy.
 - Props – Materials used, design, size accuracy, safety considerations, colour accuracy, finish.
 - Makeup & Prosthetics – Application, blending, durability, construction.
 - Molding & Sculpting – Construction process, materials used, accuracy, finish.
 - Trial & Error – Testing new techniques, problem solving.

Questions you also need to answer

1. Is there anything you are particularly proud of?
2. Any surprises while making the items that made the work easier or more difficult? Describe them.
3. If your entry is unfinished, how do you plan to finish it? This will be followed up in the interview
4. Was any part of your costume not made by yourself? If yes, which parts? E.g., Bought or had assistance with.

Consider above “What we want to see” and see how you might also provide these details and information. Feel free to add in any information you believe would be beneficial for your entry.



Judging

You are required to be present at the event for both your judging session and the main stage presentation.

You must be outside the judging room at least 10 minutes prior to your interview time. The judging room location will be emailed to you after applications close. If you don't know the venue, make sure you arrive earlier enough to locate the room and find your way there on time.

The Interview Process

Do not be late, and if there is any reason that you might be late, please message the judging team immediately to let them know so they are not waiting around for you.

By giving you an interview time, we will be taking into account travel times and any other personal issues in arriving at the venue. If you are late, please wait outside the room and we will try to accommodate you without disruption to other competitors. However please note that the judge and Armageddon Expo staff are in no way responsible if you fail to make the interview for whatever reason and cannot guarantee that another later time will be provided. These short interview sessions are only to view the outcome of your work. Your emailed registration form and construction diary should have all the necessary information on how the different elements were made.

The interview is your chance to have a friendly chat and follow up of what you have written. It is a chance for you to point out the most impressive parts of your costume and anything you may have missed or was unfinished in your construction diary. You will not be asked to answer in character. Photographs will be taken at this time to help judging as well as record your entry. Please be considerate of your fellow competitors who also have an allotted time to be seen. Once your interview is over you will be free to enjoy the rest of the show.



Special Assistance/Exceptions

Competitors 13 years and under must have a parent or guardian accompany them, both at the interview and be present at the performance. The guardian needs to be named on the registration form. They can form a group with the minor or be present purely as a minder. Competitors who require help for any reason, including due to health or disability are also welcome to bring an accompanying helper with them for their interview. Please let us know of any other assistance or considerations you require, and we will endeavour to help. This includes being judged earlier or later in the day etc.

The Judging Process

Once all competitors are seen, the doors will be closed, and the judging process begins. The photos, registrations and notes taken during the interview sessions are all collated and awards decided. This can take several hours. Each element is considered, so please do explain in detail how you made your costume in the registration form and construction diary.

Presentation to the public will be at a time advised in the Armageddon schedule on the Main Stage. Armageddon schedules are generally published 2-3 weeks prior to an event. All competitors need to be there 15mins prior in order to make sure all technical and props and any other housework is complete. Only props, costumes and people presented in the judging will be permitted on the Main Stage for the presentation. If any members have to drop out the remaining members will still be able to be judged and go on stage. The Armageddon Cosplay Competition Champion will be chosen in Auckland on the Monday following the Auckland regional Main Stage presentation. Best in Show winners from each city are encouraged to wear their winning cosplay at the Auckland Main Stage presentation, but this is purely optional.

Judge's Message

We, the organising and judging team, will also abide by this same document to ensure all competitors are treated with respect and all effort is made to help all competitors to participate within these conditions. This cosplay competition is focused solely on craft and construction. Having a professional judge actively working in the costuming industry outside of the cosplay community will further ensure that the competition is run to the highest standard, with fairness and without bias. The purpose of this competition is to motivate and challenge members of the cosplay community in their costume making endeavours. Changes to the rules are done to allow the judges to run the competition as thoroughly as possible. The number of competitors entering has significantly increased over the years and extra procedures are required to facilitate this. Thank you for all your time and effort. We look forward to seeing your costumes!



Disclaimer

The Armageddon Cosplay organisers are not responsible for your lost forms or damage to you or your costume or damage caused by you or your costume. If your registration is declined we will explain why, please understand everyone has to abide by these rules and exceptions cannot be made. Once explained there will be no further correspondence. Bullying of staff, other competitors, or anyone else involved is not accepted. These rules and prizes are subject to change. Where possible, notification of such changes will be made. Please email any questions or queries to cosplay@armageddonexpo.com.

For more Armageddon information, feel free to check out the website, which includes FAQs: <http://www.armageddonexpo.com/>